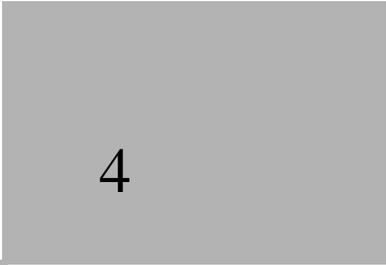

TERRAIN



4

Purpose 4-3

- Tasks of TERRAIN 4-3

- Overview of TERRAIN 4-4

Input Data 4-4

- Source Data 4-4

- Data Format 4-5

- Input Data Sources and File Sizes 4-7

- Data Information 4-12

- Lists of Landuse/Vegetation and Soil Categories 4-12

Defining Mesoscale Domains 4-16

Interpolation 4-19

- Overlapping parabolic interpolation 4-19

- Cressman-type objective analysis 4-21

Adjustment 4-22

- Reset the nested domain boundary values 4-22

- Feedback 4-23

Fudging function 4-23

- Water body correction 4-23

- Land-use fudge 4-23

Script Variables 4-24

Parameter statement 4-24

Namelist Options 4-24

- MAPBG: Map Background Options 4-24

- DOMAINS: Domain Setting Options 4-24

- OPTN: Function Options 4-25

- Land-use Fudging Options (used when IFFUDG=T) 4-26

- Skip the EZFUDGE over the boxes (used when IFTFUG=T) 4-26

Heights of water bodies	4-26
How to run TERRAIN	4-26
TERRAIN Didn't Work: What Went Wrong?	4-28
TERRAIN Files and Unit Numbers	4-29
TERRAIN tar File	4-30
terrain.deck	4-31